



14+  
1 - 4

40 min. /

VLADIMÍR SUCHÝ

# NEW DISCOVERIES UNDERWATER CITIES

**UNDER THE SEA A NEW WORLD AWAITS.**

*Welcome to New Discoveries, the first expansion for Underwater Cities. Inside, you will discover several new components which will offer new ways to play and new strategies to explore.*

**NEW CARDS** – 52 cards will add new options to every deck.

**NEW ASSISTANTS** – New assistants, each with its own special ability, will make every underwater nation unique.

**STARTING RESOURCE TILES** – Starting resource tiles allow players to start the game with construction already underway, which speeds up the game by one round.

**NEW PLAYER BOARDS** – New player boards are used with new game variants. This expansion also includes the original player boards reprinted with upgraded quality.

**NEW METROPOLISES** – The green metropolises offer new benefits. They are used differently in different variants of the game, adding new strategic dimensions.

**MUSEUM** – At the bottom of the sea, you will make new discoveries which will earn your nation prestige as you help build the international museum.



# COMPONENTS



**NEW ASSISTANTS**  
8 PERSONAL ASSISTANT CARDS



**NEW METROPOLES**  
10 GREEN METROPOLIS TILES



**QUICK START**  
6 STARTING RESOURCE TILES



**MUSEUM**  
1 DOUBLE-SIDED MUSEUM BOARD  
5 DISCOVERY TILES IN EACH PLAYER'S COLOR



**NEW PLAYER BOARDS**  
8 DOUBLE-SIDED LAYERED PLAYER BOARDS  
The boards are in four sets of four:  
Boards 1-4 and 5-8 are identical to those in the base game.  
Boards 9-12 are for the museum variant.  
Boards 13-16 are highly asymmetric.  
**Players always use boards from the same set!**  
**Within each set, players are assigned boards randomly.**



**3 ONE- AND 5 THREE-CREDIT SPECIAL CARDS**



**10 FARM TOKENS**



**10 LABORATORY TOKENS**



**10 DESALINATION PLANT TOKENS**



**ERA I DECK: 18 CARDS**



**ERA II DECK: 15 CARDS**



**ERA III DECK: 11 CARDS**



## SETTING UP THE EXPANSION

1. Before you play your first game:

- Add the new cards to their decks.
- Add the new building tokens to the supply.

Now you are ready to play the standard game or any of the new variants in this expansion.

2. If you want a **Quick Start**, use the starting resource tiles and the new personal assistant cards. (If you want to start the game in the standard way, leave them in the box.)

3. Decide which variant you want to play:

- Standard Game.
- Metropolis Race.
- Metropolis Choice.
- Museum.

4. Use the player boards and other components for your chosen variant. All variants are compatible with the **Quick Start**.

**Note:** The new cards are fully compatible with all variants and with the Quick Start. You will not need to alter your decks when you decide to try a new variant.

## NEW CARDS

The new cards are designed to be added to your base game:

- Era I deck: 18 cards
- Era II deck: 15 cards
- Era III deck: 11 cards
- One-credit Special cards: 3 cards
- Three-credit Special cards: 5 cards

You can simply add all the cards to their respective decks and never worry about them again. No cards need to be added or removed when you decide to play with the other modules in this expansion.

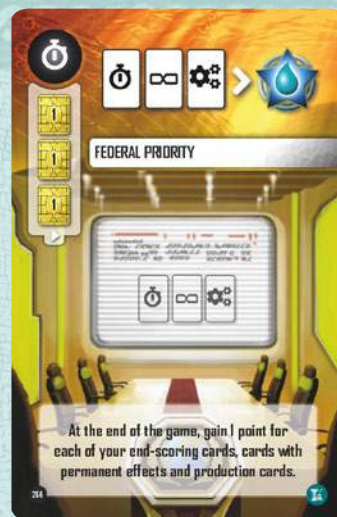


This symbol is used to mark all the cards in this expansion. It has no effect during play.



## >> NOTES ON SELECTED CARDS

The new cards follow the usual rules from the base game. A few of the new effects are explained below:



Although this expansion includes new assistants with effects that match the depicted symbols, this card will not give you any points for your assistant.



**You may play one card from your hand as though you were playing it with a matching action slot.** If the card has an instant effect, discard it and perform the effect. If it is not an instant effect, claim the card.



**The always-available action slot always matches the color of the card you play.** For example, if you play a red card and choose the always-available action slot, you can claim the card or perform its instant effect, just like you normally do when you play it with a red slot.



## QUICK START

In the **Quick Start**, players will get unique advantages during setup, making their underwater nations powerful enough to skip the first round of the game. You will need the following components:

- Deal 2 new personal assistants randomly to each player. The remaining assistants and all assistants from the base game can be returned to the box.
- Randomly choose a number of starting resource tiles equal to the number of players plus one. (For example, 5 tiles for a 4-player game.) Put these tiles face up on the table visible to all players. Leftover tiles can be returned to the box.

The Quick Start is compatible with the original game and all new variants.



### STARTING RESOURCE TILES

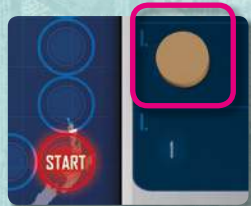
Players will get their starting resources from a tile they choose. Changes to setup are described below.

### SETUP

Players do not start with 1 kelp, 1 steelplast, 1 science, and 2 credits.



On the Federation track, players' markers start on the colored spaces below space 4. No one starts with bonus resources from the Federation track.



Place the era marker on the second space of the era track. You will skip round 1.

### CHOOSING RESOURCES

At the start of the game, after receiving their hand of six cards but before discarding down to three, players choose starting resource tiles.

The selection is made in reverse player order. In other words, the first player gets the last pick.

When you choose your tile, immediately take the depicted resources. If you get a building, put it adjacent to your starting city. If you get a tunnel or a city, place it on a legal building site. (You build them for free.)

Once tiles have been chosen and players have taken those benefits, all tiles can be returned to the box. You are ready to play, starting in round 2!

### NEW PERSONAL ASSISTANTS

The assistants in this expansion allow each player to have a unique special ability. The personal assistants from the base game are not used. Leave them in the box.

During setup, each player should have received two assistants at random. At the beginning of your first turn, before you choose an action slot, choose one of your two assistants and return the other to the box. Your chosen assistant becomes your first action card, just like the personal assistant from the base game. Once you have chosen your assistant, continue with your first turn.

As usual, each assistant is an action card that can be used according to the usual rules for action

cards. If a rule or an effect relates to a card's type, your assistant is an action card, and not a card of any other type.

However, each assistant also has another effect depicted on the bottom half of the card. This effect is independent of the action-card effect. It applies even if your action is not available.

As you would expect, if you discard your assistant because of the limitation on action cards, you can no longer use its other effect.

### EXAMPLE

*The Tunnel builder will give you 1 biomatter and 1 kelp when you use its action. Whenever you build your first tunnel on a turn, it gives you 2 cards, even if its action-card effect is unavailable.*

### EXPLANATIONS OF ACTIONS



#### ARCHITECT

**Action:** Build a farm for the usual cost, or gain 1 science.

**Permanent Effect:** Whenever you build a city, you have a discount of 1 credit or 1 steelplast.

**Reminder:** This discount is cumulative with other discounts you have during the game. However, a cost can never go below "free".

*"Overbuilt! All these designs are overbuilt! Let me show you something light and airy."*



#### SCIENTIST

**Action:** Pay 1 credit to build a new laboratory and upgrade it.

**Permanent Effect:** Whenever an action slot gives you at least 1 science, gain 1 credit.

**Note:** There are 2 action slots that can give you science. Both are yellow.

*"Which problem shall I effortlessly solve for you today?"*



#### PRODUCTION MANAGER

**Action:** Gain 1 steelplast or 1 science.

**Production Effect:** During production, every connected city with 3 different buildings produces an additional 1 steelplast and 1 point.

*"So we eliminated the saline extraction here and here and installed preprocessing plants here, here, and here, routing the conduit to ... are you following me?"*



#### LOBBYIST

**Action:** Upgrade 1 structure for free.

**Permanent Effect:** Whenever you use the depicted action slot, you may advance on the Federation track 1 additional step.

**Note:** This applies only to the action slot that gives you two advances.

*"Now this next project is one I think you'll really like ..."*







## HEADHUNTER

**Action:** Build a laboratory for the usual cost, or gain 1 kelp.

**Setup Effect:** At the start of the game, draw the top 3 one- or two-credit Special cards. Choose 1 and return the other 2 to the bottom. Immediately play the chosen card as though you were playing it with a matching action slot. Play it for free.

**Note:** When you put the Headhunter in play, perform the setup effect immediately.

*"Hire the best. Eat the rest! Just kidding."*



## MANAGER

**Action:** Gain 2 steelplast or 2 credits.

**Permanent Effect:** When you build a new building, you may build buildings on expansion sites.

**Note:** For example, a Survey allows you to build on any legal building site, including expansion sites.

*"In the third quarter we expanded. Again."*



## TUNNEL BUILDER

**Action:** Gain 1 biomatter and 1 kelp.

**Permanent Effect:** Whenever you build at least 1 tunnel on your turn, gain 2 cards.

*"Vroom, vroom!"*



## BUILDER

**Action:** Build a building for the usual cost.

**Production Effect:** During production, the Builder produces 1 biomatter, 1 steelplast, and 1 point.

*"No problem. I'll get a construction team right away."*



## METROPOLIS RACE

In this variant, players do not start with blue metropolises. Instead, they compete for blue and green metropolises. You need the following components:

- Use **player boards 1-4, 5-8 or 9-12**. All players should use boards from the same set of four. Boards are assigned to players randomly.
- Blue metropolises are not assigned to player boards. Instead, randomly select a number of **blue metropolises** equal to the number of players plus one. The extra blue metropolises can be returned to the box.
- Randomly select a number of **green metropolises** equal to the number of players plus one. The extra green metropolises can be returned to the box.
- **Brown metropolises** are randomly assigned to player boards as usual.

## >> GAMEPLAY

Instead of being assigned to boards at the beginning of the game, the **blue** and **green** metropolises are chosen during play. The blue and green metropolises randomly selected during setup should be placed near the main board, where all can see them.

Your player board has two blank spaces where metropolis tiles can go. The first time you connect to one of these, you choose one of the blue metropolises and add it to your board. If you connect to the second blank space, you choose a green metropolis to add to your board. Thus, players who connect first will have first choice of tiles.

## METROPOLIS CHOICE

This variant follows all the rules of the standard game, but because each player has a very different board, players will be encouraged to try a variety of new strategies.



- Use **player boards 13-16**. As always, boards should be assigned randomly.
- The lower right corner of your player board shows the number of blue, green, and brown metropolis tiles you can choose from. Each player should draw the indicated metropolises randomly.

### EXAMPLE:

For example, the board on the left is telling you to draw 2 blue, 2 brown, and 2 green metropolises. You will choose one of each color.

## >> STARTING THE GAME

Before you take your first turn, choose one metropolis for each metropolis space on your board. The colors of the space and the chosen metropolis must match.

## START OF GAME SUMMARY (ALL VARIANTS)

This explains the timing of the various decisions players make at the beginning of the game.

1. Set up the game, revealing all cards and any metropolis tiles that are randomly selected during the setup of your chosen variant.
2. Players choose colors and receive randomly assigned player boards.
3. Players receive their personal metropolis tiles.
4. Randomly determine the order of play.
5. Each player receives 6 cards from the Era I deck.
6. Quick Start: Each player receives 2 random personal assistants.
7. Quick Start: In reverse play order, players choose starting resource tiles and gain the depicted benefits.
8. Players play in order. Before your first turn, you must:
  - Discard down to 3 cards.
  - Choose a personal assistant if you are using the Quick Start.
  - Choose your metropolises if you are using the Metropolis Choice variant.





This variant adds a dimension of exploration to Underwater Cities.

- Use player boards 9–12. This is the only variant that uses these boards. Boards should be assigned randomly.
- Each player takes the 5 discovery tiles in their color.
- Use either side of the museum board.
- A. If you use side A, randomly choose 1 brown metropolis tile and put it near row IV. Randomly select 4 one-or-two-credit Special cards and place them beside the 4 spaces of column III.
- B. If you use side B, randomly choose 2 green metropolis tiles and put them near column III. Randomly select 3 three-credit Special cards and place them beside row IV.

## >> SETUP

Although some Special cards are used on the museum board, the remaining Special cards should be set up as usual. Likewise, players are randomly assigned brown and blue metropolis tiles as in the standard game.

The player on your right should shuffle your 5 discovery tiles and place them face down in a random order in front of you or on “discovery places” on your board, so that you do not know which is which. Tiles will be revealed when you make discoveries.

## MUSEUM BOARD A

III

When you make your third discovery, choose one of the one-or-two-credit special cards that were set out during setup. Cards are not linked to a particular space, so you can choose any that has not yet been taken. If your card has an immediate effect, perform the effect and return the card to the bottom of the deck. If its effect is not immediate, claim the card. The credit cost in the upper left corner is paid for by the museum. (It is free.)

Some spaces are marked in green to remind you that they need to be set up before the game begins.

Take the brown metropolis tile that was randomly selected during setup. Place it near your starting city. It is now connected.

If you place your third discovery tile on one of these two spaces, immediately gain the indicated points.

At the end of the game, one of your three-credit Special cards can be used twice.

At the end of the game gain the benefit from your brown metropolis tile twice.

Immediately gain 3 points.

When you make your fifth discovery, immediately gain the number of points indicated by the space on which you put your tile.

When you make your first discovery, immediately gain 2 cards.

Your second discovery produces a resource during Production.

## >> GAMEPLAY



Certain building sites are marked with a **discovery icon**. When you build on such a site, choose one of your discovery tiles and turn it face up to reveal its unknown benefit. You immediately gain the benefit depicted on the tile.

Next, place your discovery in the museum.

Your first discovery goes on one of the spaces in group I, in the center, which means you immediately gain two cards.

Your second discovery goes in row II. Your third discovery goes in column III. And so on. For each discovery after the first, you get to choose a reward from the corresponding set of spaces in the museum. (Some rewards are strictly better than others, but you are allowed to choose any of them.)

The first player to reach a certain level of discovery (II, III, IV, or V) will have four rewards to choose from. The discovery tile should be played on the space to indicate that it is now blocked for the players who reach that level later. In a four-player game, the fourth player to reach the level will be left with only one choice.

*The museum's rewards are explained below and on the facing page.*

V

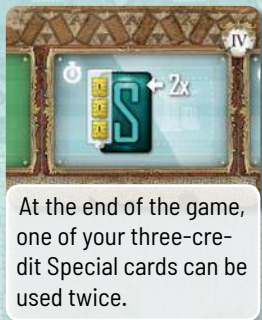
IV

I

II



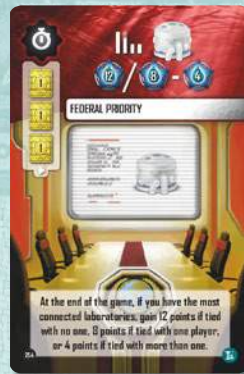
## EXAMPLES:



At the end of the game, one of your three-credit Special cards can be used twice.



If this is doubled, you can spend up to 12 biomatter, gaining 2 points for each biomatter spent. (So if you have only 6 biomatter, the doubling effect does not help you.)



If this is doubled, you gain twice the usual amount of points.

## MUSEUM BOARD B

Some spaces are marked in green to remind you that they need to be set up before the game begins.

Choose either of the green metropolises that were randomly selected during setup. Place it near your starting city. It is now connected and all its effects apply.

III

Choose one of your blue metropolis tiles and immediately gain all its benefits, including whatever it produces.

If you are using the Metropolis Race variant, a player who has no blue metropolises yet may apply this effect to gain benefits from any blue metropolis that is still available.

Your third discovery immediately scores 0, 1, or 2 points, depending on the space you choose.

For your fourth discovery, gain the indicated number of points. On three of the spaces, you also get to take one of the three-credit Special cards that were randomly selected at the beginning of the game. Claim the card for free (without paying 3 credits).

When you make your fifth discovery, immediately gain the number of points indicated by the space on which you put your tile.

When you make your first discovery, immediately gain 2 cards.

Your second discovery produces the indicated resources during Production.

## EXAMPLE:



If you use this space on this metropolis tile, you immediately gain 1 steelplast, 2 cards, and 1 credit. You also immediately gain its production, which is 1 point. This has no effect on the normal functioning of the metropolis. It will still give you its immediate effect when you connect it, and if it is connected, it will still produce 1 point during production. (In a sense, this museum space allows you to get the one-time benefits of the tile two times: once when you connect it and once when you choose the museum space.)

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## >> DOUBLED EFFECTS

Metropolises on these sites have their effects doubled. This includes all types of effects: immediate, production and end of game. Please see the examples below.



EXAMPLES:



If this is doubled, it gives you 4 points and allows you to immediately, for free, build 2 tunnels and upgrade them.



If this is doubled, you immediately score 6 points and your hand limit is increased twice. (It increases from 3 to 5.)



If this is doubled, it gives you 8 credits and 2 points.



If this is doubled, it gives you 2 steelplast, 4 cards, and 2 credits. During Production, it produces 2 points.



If this is doubled, it gives you 6 points for each connected metropolis at the end of the game.



If this is doubled, it gives you 8 points for five connected cities, 16 points for six connected cities or 24 points for seven connected cities at the end of the game.

## >> PLAYER BOARD ICONS



As in the base game, the red circle indicates a building site with a cost. In this example, it costs 1 credit more to build on the central building site. The lines indicate that all three sites must be occupied to yield this reward. In this case, as soon as you have a building on each of the three sites, you immediately gain 1 biomatter, 2 points, and 2 steelplast.

## >> CONNECTION THROUGH THE METROPOLIS



By building tunnels you can connect your cities through this blue metropolis.

## >> GREEN METROPOLISES



Immediately build a city for free.



Whenever you build a city, gain 1 point and 1 credit.



Immediately build two buildings on two expansion sites for free.

## SOLO GAME

To add the expansion to your solo game, use **board 13, 14, 15, or 16** with the **Quick Start** rules.

Draw 2 assistants and 2 starting resource tiles at random. Choose one of each. Play according the usual solo game rules, except **your goal is now 125 points.**

